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1 Important Information

Thank you for choosing the HarmoKnight™ game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

IMPORTANT

Before using this software, read all content within the Health and Safety Information application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, then tap **Open** and read the contents of each section carefully. When you are finished, press  HOME to return to the HOME Menu.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

IMPORTANT

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HarmoKnight is a rhythm/action game in which you jump over obstacles and attack enemies in time with the music.



This game is played using the buttons.

Controlling Tempo



Our hero, Tempo, is an energetic youngster who trains daily under the watchful eye of Master Woodwin.

Jump

(B)/(X)



Attack

(A)/(Y)



Charged Attack

Hold (A) to build up power, and then release.



Menu Controls

Select item	+
Confirm	(A)
Cancel	(B)



(A)

(B)

Pause

Press **START** during a stage to pause the game and display the pause menu.

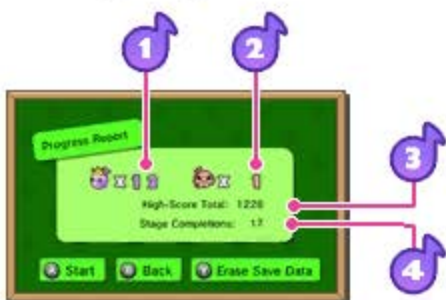


4 Starting the Game

The first time you start the game, an opening sequence will play once you proceed from the title screen. When save data is present, you will be shown your progress report once you proceed from the title screen.

Your Progress Report

Your progress report includes information about your game. Press **(A)** at the Progress Report screen to proceed to the world map (page 6) and continue your game.



- 1 Royal Notes collected (page 10)
- 2 Pinklefs found (page 10)
- 3 Sum of your top score for each cleared stage
- 4 Number of times stages have been cleared

Erasing Save Data

Press **(Y)** at the Progress Report screen to erase your current save data.

Once erased, data cannot be recovered, so please be careful.

5 Saving Data

The game will save automatically each time you clear a stage. You can also save at any time by pressing **START** on the world map (page 6).

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity, due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Use  to move, and press  to enter a stage. Clear the stages and then defeat the boss at the end to clear the current world and proceed to the next one.



Stages

 : Stages you can't enter yet

 : Normal stages you can enter (page 8)

 : Boss stages you can enter (page 9)

Note: The first time a stage is cleared, its marker will change to one of the following colors to reflect how well you did: , , . After additional playthroughs of that stage, the marker will change color to reflect improved performance but won't change color to reflect a worse performance.



Current health (page 8)



Royal Notes collected



Pinklefs found

If you find a pinklef, this total will increase.



Progress overview for current world



Stage name

Once a stage has been cleared, your highest score for that stage is displayed here as well.

Meteorite Fragments

Every once in a while you'll find your path blocked by a pesky fragment of the noizoid meteorite. Collect a certain number of Royal Notes to smash the fragment, clearing the way so that you can continue your quest.



7 Stage Selector

Press **(Y)** on the world map to access the Stage Selector. Within the Stage Selector, you can use **[Left Arrow]** to select a world and **[Right Arrow]** to select a stage.



Setting the Speed

Once a stage has been selected, press **(A)** to play that stage at regular speed or **(X)** to play that stage at a faster speed.

Note: To start a stage in Fast mode, you must first earn a golden blossom in that stage in Normal mode (page 10).

Listening to Music

Press **[START]** to preview the music for the selected stage.

Adventure through each stage, battling enemies and collecting notes in time to the music as you go.

Game Screen



1 Notes collected

2 Current health

These hearts represent your health. They will disappear one by one as you take damage.

If you crack open an egg with your staff and grab the heart that was inside, your health will go up by one.



Collecting Notes

You can collect notes by simply running into them. You can also collect notes in the following ways:



Jump to Grab Them



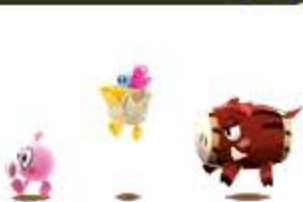
Strike Percussiplants

If you strike a percussiplant at just the right moment, it will give you a note.



If you land a hit with a charged attack, you'll get two notes instead of one!

Hit Enemies



From time to time, you'll see winged notes hovering out of reach. To get these notes, strike nearby enemies. If you hit the right one, it'll go flying up into the note to collect it for you.



Game Over

If all of your health is depleted or you fall into a hole, it's game over. You will have to restart that stage from the beginning.



Minibosses and a main boss appear in each of these stages. Battle them by copying the patterns that appear on the screen.

The Rhythm of Battle

1 Memorize the Pattern

A gong will sound, and then a series of button commands will be displayed on the screen in time with the music. Be sure to memorize both the order and the timing of the button commands in the pattern.

(For example: (B) → (A) → (A))



2 Play It Back

When the gong sounds once again, replicate the pattern you were shown by pressing the buttons in the same order and with the exact same timing. If you still have health remaining at the end of the turn, you will proceed to the next one.



Repeat steps 1 and 2 several times to defeat the boss and clear the stage.

Game Over

If all of your health is depleted or you make a mistake at a critical point in the action, it's game over. You will have to restart that stage from the beginning.



The Results screen will be displayed each time you clear a stage.

Victory Blossoms

If you collect a lot of notes during a stage, a victory blossom will bloom on the Results screen. The blossom will be either gold or silver, depending on your score.



Note: If you don't collect enough notes, the victory blossom won't bloom.

Royal Notes

These regal notes hide within victory blossoms and only appear if you collect enough regular notes in a stage.



Note: Only one Royal Note can be earned per stage.

Look Out for Pinklefs



Keep an eye out for the captured pinklefs that have been hidden in certain stages. I hear that if you rescue all five of these special pink birds, you'll be rewarded!



As you continue on your journey, you'll meet new friends. During certain stages, they'll step in to help Tempo out--at those times, you'll control them instead of Tempo.

Lyra

A proud warrior of Melodia who can strike down enemies from a distance with her trusty bow.



Fire an arrow

(A)/(Y)

Dodge

(B)/(X)

Tyko & Cymbi



A pair of wandering adventurers who wield powerful percussion weapons.

Tyko's attack

(A)/(Y)

Cymbi's attack

(X)/(B)



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